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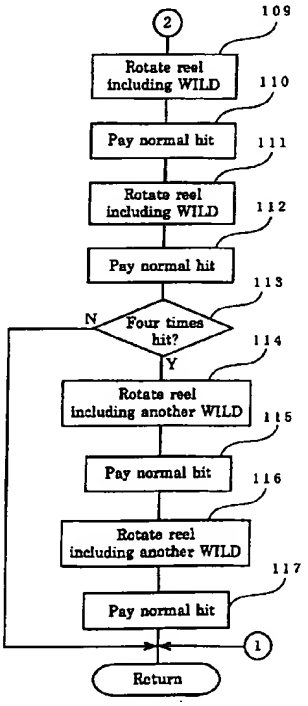
(54) Dividedly paying game machine

(57) Conventionally, a player is obliged to look at all of coins being paid during the payment operation of a game machine (1) and experiences a monotonous waiting time period until the payment is finished.

Therefore, according to the invention, when a result of a hit determination is a hit of double odds, a motor drive circuit (36) is controlled, any one of stepping motors (37) through (39) of reels (3) through (5) including a symbol "wild" is driven to rotate by one rotation. Next, a hopper (49) is driven by a hopper drive circuit (48) and a number of coins of a normal hit in accordance with an allotment display table are paid to a coin tray (20). Next, any one of the reels (3) through (5) including the symbol "wild" is again rotated by one rotation. Thereafter, coins of the normal hit in accordance with the allotment display table are again paid.

Fig.6



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Description

Background of the Invention

Field of the Invention

[0001] The present invention relates to a game machine in which a hit is produced when a predetermined combination of picture patterns is stopped to display on a hit line and which pays game media of an amount in accordance with the kind of the hit to a player.

Related Art

[0002] Conventionally, there is, for example, a slot machine as a game machine of this kind. A slot machine game is started by putting coins into the slot machine or betting coins within a range of a number of credited coins and operating a start lever. When the start lever is operated by the player, reels constituting a variable display apparatus start rotating and thereafter rotational display of the reels is stopped.

[0003] At this occasion, when a combination of picture patterns indicated on an allotment display table is arranged on a hit line, there is produced a hit in accordance with the kind of the combination of picture patterns. Further, a number of coins in accordance with the kind of the combination of picture patterns are paid to a receiving tray or the number of coins are stored inside the machine as credit.

[0004] According to such a conventional slot machine, when a hit is produced, a number of coins in accordance with the hit probability thereof are paid to a receiving tray or paid as credit and the numerical display of the credit is instantaneously increased.

[0005] Therefore, when the number of coins is large, e.g. several hundred coins, then during the payment operation the player is obliged to simply look at all of the coins being paid to the receiving tray at a constant speed and experiences a monotonous waiting time period until the payment is finished.

[0006] Meanwhile, when coins are paid as credit, even when a large number of coins are gained, the numerical value of the credit is simply increased instantaneously and accordingly, the pleasure cannot be experienced sufficiently.

Summary of the Invention

[0007] The present invention has been carried out in order to address such a problem and according to an aspect of the invention, there is provided a game machine having a variable display apparatus for variably displaying various picture patterns in a plurality of columns, producing a hit when a predetermined combination of the picture patterns is stopped to display on a hit line and paying game media of an amount in accordance with a kind of the hit to a player, wherein the game machine comprises dividedly paying means for paying the game media of one hit dividedly in plural times, and display staging means for staging a display to the player between payments by the dividedly paying means, for example, the variable display apparatus.

[0008] According to the constitution, even when an amount of game media to be paid is large, the game media are paid dividedly in plural times by the dividedly paying means, the display staging means stages the display to the player between payments and accordingly, there is provided a variation in payment operation and the player can enjoy staging of the display during the payment operation.

[0009] Further, by dividing payment as credit in this way, increasing in steps a numerical value of credit in plural times and staging the display by the display staging means between increases of the respective numerical values of credit, in comparison with the conventional case in which the numerical value of credit is summarizingly increased instantaneously, the player can actually feels sufficiently that the large amount of the game media are gained.

[0010] Further, according to another aspect of the present invention, there is provided a game machine wherein the dividedly paying means pays the game media of one hit dividedly in plural times when a predetermined one of the combinations of picture patterns including a specific picture pattern is stopped to display on the hit line.

[0011] By such a constitution, in the case in which the payment is divided by the dividedly paying means when the specific picture pattern is stopped to display on the hit line, the player pays attention to the specific picture pattern and a degree of recognizing the specific picture pattern is promoted.

[0012] Further, according to another aspect of the invention, there is provided a game machine wherein the display staging means stages the display of the variable display apparatus by executing a variable display of the columns including the specific picture pattern.

[0013] According to the constitution, by variably displaying the column including the specific picture pattern, the player pays further attention to the specific picture pattern and the degree of recognizing the specific pattern is further promoted.

[0014] Further, according to another aspect of the invention, there is provided a game machine wherein the dividedly paying means pays the game media of one hit dividedly in a multiple of odds allotted to the specific picture pattern when the specific picture pattern constitutes the odds for multiplying an amount of paying the game media to the hit by the multiple.

[0015] According to the constitution, by dividing payment in the multiple of the odds allotted to the specific pattern by the dividedly paying means, meaning of the odds of the specific picture pattern is made clear.

[0016] Further, according to another aspect of the invention, there is provided a game machine wherein

the display staging means executes one time variable display of the columns including the specific picture pattern of the variable display apparatus by the multiple of odds allotted to the specific picture pattern when the specific pattern constitutes the odds for multiplying an amount of paying the game media to the hit by the multiple.

[0017] According to the constitution, by variably displaying the column including the specific picture pattern by the multiple of the odds allotted to the specific picture pattern by the display staging means, the meaning of the odds of the specific picture pattern is made further clear.

Brief Description of the Drawings

[0018]

Fig. 1 is a perspective view showing a slot machine according to an embodiment of the invention;
Fig. 2 is a diagram showing symbol columns illustrated on respective reels of the slot machine according to the embodiment;
Fig. 3 is a diagram showing an allotment display table appearing on a top glass of the slot machine according to the embodiment;
Fig. 4 is a block diagram showing the constitution of a principal control circuit of the slot machine according to the embodiment;
Fig. 5 is a first flowchart showing an outline of play processing of the slot machine according to the embodiment;
Fig. 6 is a second flowchart showing an outline of play processing of the slot machine according to the embodiment; and
Fig. 7A and Fig. 7B are views indicating hit combinations of symbols including specific picture patterns used in the slot machine according to the embodiment.

Description of the Preferred Embodiment

[0019] Next, an explanation will be given of an embodiment in which a game machine according to the invention is applied to a slot machine.

[0020] Fig. 1 is a perspective view of a slot machine 1 according to the embodiment.

[0021] A 1ST reel 3, a 2ND reel 4 and a 3RD reel 5 which together constitute a variable display apparatus are rotatably provided on the rear side of a reel glass 2 formed on the front face of the slot machine 1. Symbol columns comprising a plurality of kinds of picture patterns (hereinafter, referred to as symbols) are illustrated on the outer peripheral faces of the respective reels 3, 4 and 5. There are six kinds of symbols: "wild" described with 'WILD'; "single bar" described with one of 'BAR'; "two bars" described with two of 'BAR'; "three bars" described with three of 'BAR'; "seven" described with numeral '7'; and "cherry" described with 'a picture pattern of cherry'.

[0022] Three of the symbols are observed through each display window 6, 7 and 8 on the front face of the slot machine 1. One hit line 24 is illustrated, comprising symbols respectively disposed at the centres of the reels 3, 4 and 5. The reels 3, 4 and 5 start rotating by operation of a handle 10 provided on a side face of a cabinet 9.

[0023] Further, a coin entry 12 in which a player puts coins and a bill entry 13 for inserting paper money are provided at a control panel 11 disposed below the reel glass 2. Further, the control panel 11 is provided with a spin switch 14 for starting the reels 3, 4 and 5 to rotate by push button operation separately from operation of the handle 10 and is further provided with a change switch 15, a cash out switch 16, a bet 1 switch 17 and a max bet switch 18.

[0024] Whether coins gained by a player are paid to a coin tray 20 via a coin payment output 19 or stored at inside of the machine as credit, is determined by the change switch 15. The number of coins credited within machine is displayed at a display portion 21 constituted by 7 segment LEDs (Light Emitting Diodes). By operating the cash out switch 16, credited coins are paid to the coin tray 20 by push button operation. By operating the bet 1 switch 17, only one credited coins is bet on the game by one push button operation. By operating the max bet switch 18, a maximum number of credited coins capable of being bet on one game is bet on the game by one push button operation.

[0025] Further, an allotment display table indicating how many coins are paid for each kind of hit is displayed on a top glass 22 above the reel glass 2. Bottom glass 23 below the reel glass 2 is illustrated with characters or the like of the game machine.

[0026] Fig. 3 shows an example of an allotment display table displayed on the top glass 22.

[0027] In the case in which the symbol "cherry" on any one of the reels 3 through 5 appears on the hit line 24 when all of the reels 3 through 5 are stopped, two coins are paid in the case of betting one coin, four coins are paid in the case of betting two coins and six coins are paid in the case of betting three coins. Further, in the case in which the symbols "cherry" on any two of the reels 3 through 5 appear on the hit line 24 when all of the reels 3 through 5 are stopped, in the case of betting one coin, five coins are paid, in the case of betting two coins, ten coins are paid and in the case of betting three coins, fifteen coins are paid.

[0028] Further, when any bars of "single bar", "two bars" and "three bars" are arranged on the hit line 24, regardless of an order, in the case of betting one coin, ten coins are paid, in the case of betting two coins, twenty coins are paid and in the case of betting three coins, thirty coins are paid.

[0029] Further, when three of the symbols "single bar" are arranged on the hit line 24, in the case of bet-

ting one coin, twenty coins are paid, in the case of betting two coins, forty coins are paid and in the case of betting three coins, sixty coins are paid. When three of the symbols "two bars" are arranged on the hit line 24, in the case of betting one coin, fifty coins are paid, in the case of betting two coins, one hundred coins are paid and in the case of betting three coins, one hundred and fifty coins are paid. Further, when three of the symbols "three bars" are arranged on the hit line 24, in the case of betting one coin, eighty coins are paid, in the case of betting two coins, one hundred and sixty coins are paid and in the case of betting three coins, two hundred and forty coins are paid.

[0030] Further, when three of the symbols "seven" are arranged on the hit line 24, in the case of betting one coin, one hundred and fifty coins are paid, in the case of betting two coins, three hundred coins are paid and in the case of betting three coins, four hundred and fifty coins are paid. Further, when three of the symbols "wild" are arranged on the hit line 24, in the case of betting one coin, two hundred and fifty coins are paid, in the case of betting two coins, five hundred coins are paid and in the case of betting three coins, one thousand coins are paid.

[0031] Further, on the top glass 22, there is displayed that when any one symbol in these hit combinations of symbols is replaced by the symbol "wild", the number of paying coins of the hit odds is doubled. For example, when two of the symbols "single bar" are arranged at any locations on the hit line 24 and one symbol "wild" appears at any location on the hit line 24, payment to the single bar hit becomes twice as much as the above-described. That is, in the case of betting one coin, there are paid forty coins, i.e. twice as many as twenty coins, in the case of betting two coins, there are paid eighty coins, i.e. twice as many as forty coins and in the case of betting three coins, there are paid one hundred and twenty sheet, i.e. twice as many as sixty coins.

[0032] Further, on the top glass 22, there is also displayed that when any two of the symbols in the hit combinations of symbols indicated by the above-described allotment display table, are replaced by the symbols "wild", the number of paying coins of the hit odds is multiplied by four (which is two times two). For example, when one symbol "single bar" appears at any location on the hit line 24 and two of the symbols "wild" are arranged at any locations on the hit line 24, payment for the single bar hit is multiplied by four. That is, in the case of betting one coin, there are paid eighty coins, i.e. four times as many as twenty coins, in the case of betting two coins, there are paid one hundred and sixty coins, i.e. four times as many as forty coins and in the case of betting three coins, there are paid two hundred and forty coins, i.e. four times as many as sixty coins.

[0033] Fig. 4 shows a circuit including a control unit for controlling game processing operation in the slot machine 1 of the embodiment and attached equipment (actuators) electrically connected thereto.

[0034] The control unit includes a microcomputer (hereinafter, referred to as micon) 30 as a principal constituent element. The micon 30 includes a main CPU (Central Processing Unit) 31 executing control operation in accordance with previously set programs, a ROM (Read Only Memory) 32 and a RAM (Random Access Memory; readable and writable memory) 33 which are storage means. The ROM 32 is stored with a control processing procedure for the whole game machine as a program. The RAM 33 is used as a temporary storage work area when the program is executed.

[0035] Further, the CPU 31 is connected with a clock pulse generating circuit 34 for generating reference clock pulses and a divider 35, both of which are necessary for operating the CPU 31. The divider 35 generates interrupt pulses for interrupting and executing programs.

[0036] The CPU 31 is connected with a start switch 10S and a coin sensor 12S other than the respective switches 14 through 18, mentioned above. The start switch 10S generates a signal for starting the reels 3 through 5 when a player operates the handle 10 and is made ON or OFF in connection with operation of the handle 10. The coin sensor 12S detects proper coins inputted from the coin entry 12 and selected by a coin selecting apparatus.

[0037] Further, a motor drive circuit 36 connected to the CPU 31 controls respective stepping motors 37, 38 and 39 for driving the reels 3, 4 and 5 and a reel position detecting circuit 40 detects rotational positions of the respective reels 3, 4 and 5 and outputs the detected rotational positions to the CPU 31.

[0038] Further, the CPU 31 is connected with a sound CPU 41 and the sound CPU 41 controls a sound generating unit 44 in accordance with programs stored in a sound ROM 42 and outputs various game sounds from a speaker 45 as effective sounds. A sound RAM 43 is used as a temporal storage work area in processing to control the sound CPU 41.

[0039] Further, the CPU 31 is connected with a display portion drive circuit 46 and a hopper drive circuit 48. The display portion drive circuit 46 controls the lighting of the credit number display portion 21, mentioned above, and various lamps 47. The hopper drive circuit 48 drives a hopper 49 and pays coins contained in the hopper 49 to the coin tray 20. Paid coins are detected by a paid coin sensor 49S and the number of detected coins is given to the CPU 31.

[0040] Further, the CPU 31 is connected with a sub CPU 50 and the sub CPU 50 controls a bill validity detector 53 and a communication control unit 54 in accordance with programs stored in the ROM 51. A RAM 52 is used as a temporary storage work area in control processings by the CPU 50. The bill validity detector 53 detects paper money inserted into the bill entry 13 and the communication control unit 54 controls communication with a host computer of a game center.

[0041] According to the embodiment, the hopper drive circuit 48, the hopper 49, the coin sensor 49S, the credit number display unit 21 and the micon 30 together constitute dividedly paying means for paying coins of one hit by dividing the paying operation in to a plurality of stages. Further, the motor drive circuit 36, the respective stepping motors 37 through 39, the reels 3 through 5, the reel position detecting circuit 40 and the micon 30 together constitute display staging means for staging a display to the player between payments by the above-described dividedly paying means.

[0042] Next, an explanation will be given of an outline of operation of the game machine controlled by the micon 30 according to the embodiment with reference to flowcharts of Fig. 5 and Fig. 6.

[0043] First, the CPU 31 determines whether coin BET is carried out (Fig. 5, step 101). The determination is "YES" when coins are put into the coin entry 12 and a detected signal is inputted from the coin sensor 12S or when a signal is inputted from the bet 1 switch 17 or the max bet switch 18. In that case, the operation then determines whether a start signal is inputted from the start switch 10S or the spin switch 14 (step 102).

[0044] When the determination is "YES", the CPU 31 drives the reels 3 through 5 to rotate by transmitting a drive signal to the motor drive circuit 36 (step 103). The CPU 31 then executes random number sampling (step 104). The random number sampling is executed by storing in the RAM 33 a numerical value produced by adding a predetermined number (for example, 3) to one integer in a predetermined range (for example, 0 through 127) generated from an R resistor in the CPU 31 each time a reference pulse is input from the clock pulse generating circuit 34, and then reading the numerical value stored in the RAM 33 each time the operation is executed by an interrupt.

[0045] Next, the operation executes hit determination (step 105) based on the random number value sampled as described above. The hit determination is executed by comparing a hit probability table previously stored in the ROM 32 with the sampled random number value and a flag in accordance with a result of the hit determination is set in the RAM 33. Further, the operation determines whether a result of the hit determination at the current time produces a hit (step 106), and in the case of the result of the hit determination being no hit the result of the determination is "NO" and the operation returns to the initial processing and the above-described processings are repeated.

[0046] In the case of the hit determination being a hit then the result of the determination is "YES". It is then determined whether the hit is a double odds hit related to the wild symbols, mentioned above (step 107). When the hit is not the double odds hit, coins having the number of a normal hit in accordance with the above-described allotment display table are paid (step 108). Thereafter, the operation returns to the initial processing.

[0047] Further, when the result of the determination at step 107 is the double odds hit, the motor drive circuit 36 is controlled by the CPU 31 and any one of the stepping motors 37 through 39 of the reels 3 through 5 including the symbol "wild" is driven to rotate and any one of the reels 3 through 5 including the symbol "wild" is rotated by one rotation (step 109).

[0048] For example, when the symbol "wild" is included in the 3RD reel 5 as shown by Fig. 7A, only the 3RD reel is rotated by one rotation. Further, when the symbols "wild" are included in the 2ND reel 4 and the 3RD reel 5 as shown by Fig. 7B, for example, only one of them or the 2ND reel 4 is rotated by one rotation.

[0049] After the reel has been rotated by one rotation, coins having the number of the normal hit are paid (step 110). For example, in both the single bar hit of double odds shown by Fig. 7A and the single bar hit of four times odds shown by Fig. 7B, in accordance with the allotment display table shown by Fig. 3, in the case of betting one coin, twenty coins are paid, in the case of betting two coins, forty coins are paid and in the case of betting three coins, sixty coins are paid.

[0050] The payment operation is controlled by the CPU 31 and is carried out to drive the hopper 49 by the hopper driving circuit 48 and pay coins to the coin tray 20 or to increase the credit number stored in the RAM 33 by the CPU 31 and therefore increase the credit number displayed on the display portion 21 by controlling the display portion drive circuit 46. The switching of payment is carried out by the change switch 15 as mentioned above.

[0051] Next, any of the reels 3 through 5 including the symbol "wild" is rotated again by one rotation similar to step 109 (step 111). Thereafter, coins of the normal hit in accordance with the allotment display table are paid for a second time in a similar way to step 110 (step 112).

[0052] Next, it is determined whether the hit is a hit of four time odds including two of the symbols "wild" (step 113). When the hit is not a hit of four times odds, the operation returns to the initial processing. However, in the case of the hit being a hit of the four times odds then the motor drive circuit 36 is controlled by the CPU 31 and any one of the reels 3 through 5 including another of the symbol "wild" is rotated by one rotation. For example, in the case in which the hit is a hit of four times odds as shown by Fig. 7B, and the 2ND reel 4 has been rotated at steps 109 and 111, then the 3RD reel 5 is rotated by one rotation by the processing at step 114.

[0053] Next, coins having the number of the normal hit in accordance with the allotment display table are paid for a third time in a similar way to steps 110 and 112 (step 115). Thereafter, any one of the reels 3 through 5 including another of symbol "wild" is rotated by one rotation similar to step 114 (step 116). Finally, coins having a number of the normal hit in accordance with the allotment display table are paid for a fourth time in a similar way to step 115 (step 117).

[0054] According to the embodiment, even when the number of coins to be paid is large, the coins are paid dividedly in a plurality of steps by the dividedly paying means and the display staging means stages the display to the player between payments.

[0055] For example, when a game is carried out by betting three coins and a single bar hit of double odds shown by Fig. 7A is produced, although according to the conventional slot machine, 120 coins (=60 coins x 2) are paid to the coin tray 20 in a single stage, according to the embodiment, 60 coins for the normal hit are paid dividedly in two stages. Further, in the case of producing a single bar hit of four times odds as shown by Fig. 7B, although according to the conventional slot machine, 240 coins (=60 coins x 4) are paid to the coin tray 20 in a single stage, according to the embodiment, 60 coins of the normal hit are paid in four stages in a divided manner. Further, between respective payments, as mentioned above, the display is staged to the player by the reels 3 through 5.

[0056] Normally, the larger the allotment becomes, the longer a time period of payment becomes and the player simply waits during the time period. However, according to the embodiment, as mentioned above, the payment is stopped at a number of times during the operation. Accordingly, an impression of "Is the machine destroyed?" is given to the player and stirs waves of sentiment mixed with expectation and anxiety. Therefore, according to the embodiment, a variation is provided to the payment of coins which has conventionally been monotonous. Further, the player can enjoy the staging display of the reels 3 through 5 during the payment operation. Further, when coins are paid by dividing the coins into small lots in this way, the player is brought under the illusion that the number of coins which were actually paid was more than the coins which were due to be paid.

[0057] Further, when the payment is divided as credit, a numerical value of credit displayed on the credit number display portion 21 is increased in a plurality of stages, the display is staged by the reels 3 through 5 between increases of the respective values of credit. Therefore, in comparison with the conventional slot machine in which the numerical value of credit is increased instantaneously, the player can sufficiently feel that a large number of coins are gained.

[0058] Further, according to the embodiment, when a combination of hit symbols including the symbol "wild" is stopped to display on the hit line 24, payment of coins with regard to one time hit is carried out in a plurality of stages. Therefore, the player can taste moments of payment for a number of times in accordance with allotments of the symbol "wild". Further, by repeating these payments, characterization with regard to the symbol "wild" is unconsciously carried out, expectation to the symbol "wild" is promoted and the player can enjoy all the more.

[0059] Conventionally, the symbol "seven" has been recognized by the player as a symbol constituting high odds, however, the player also pays attention to the symbol "wild" and the degree of recognizing the symbol "wild" is promoted. Further, according to the embodiment, the display is staged among respective payments by any of the reels 3 through 5 including the symbol "wild" and accordingly, the player pays more attention to the symbol "wild" and the degree of recognizing the symbol "wild" is further promoted.

[0060] Further, although according to the above-described embodiment, an explanation has been given of the case in which a sum of paying hit odds including the symbol "wild" is doubled and paid twice, the payment may in fact constitute three times thereof and coins may be paid dividedly in three stages. In this way, when payment of coins to one hit is carried out dividedly in a number of stages equivalent to the odds allotted to the symbol "wild", the meaning of odds of the symbol "wild" becomes clear.

[0061] Further, although according to the above-described embodiment, the reel staging display carried out among respective payments is executed by rotating any of the reels 3 through 5 by one rotation any of the reels 3 through 5 may in fact be rotated by the multiple of odds allotted to the symbol "wild". That is, in the case of double odds of the symbol "wild", any of the reels 3 through 5 is rotated by two rotations between the respective payments and in the case of the three times odds, any of the reels 3 through 5 is rotated by three rotations between the respective payments. By such a staging display the meaning of odds of the symbol "wild" is made even more clear.

[0062] Further, although according to the above-described embodiment, an explanation has been given with the display staging means as the rotating reels 3 through 5 display staging means may in fact be constituted by a video monitor or a liquid crystal display apparatus displaying rotation of the reels 3 through 5 in place thereof and also in this case, an effect similar to that in the above-described embodiment is achieved.

Claims

1. A game machine (1) having a variable display apparatus (3,4,5) for variably displaying various picture patterns in a plurality of columns; producing a hit when a predetermined combination of the picture patterns is stopped to display on a hit line (24); and paying game media of an amount in accordance with the kind of the hit to a player;

   CHARACTERIZED IN THAT said game machine (1) comprises:

   dividedly paying means (21,48,49,49S,30) for paying the game media of one hit dividedly in a plurality of stages; and

   display staging means (3-5,36,37-39,40,30) for staging a display to the player between pay-

ments by the dividedly paying means (21,48,49,49S,30).

2. A game machine (1) according to claim 1, wherein the display staging means is the variable display apparatus (3,4,5).

3. A game machine (1) according to claim 1 or claim 2, wherein the dividedly paying means (21,48,49,49S,30) pays the game media of one hit dividedly in a plurality of stages when a predetermined one of the combinations of picture patterns including a specific picture pattern is stopped to display on the hit line (24).

4. A game machine (1) according to claim 3, wherein the display staging means (3-5,36,37-39,40,30) stages the display of the variable display apparatus (3,4,5) by executing a variable display of the columns including the specific picture pattern.

5. A game machine (1) according to claim 3 or claim 4 wherein, the specific picture pattern defines a multiplier for multiplying the number of game media paid to the player in accordance with the kind of hit; and the dividedly paying means (21,48,49,49S,30) pays the game media of a single hit repeatedly a number of times determined in accordance with the multiplier.

6. A game machine (1) according to claim 5, wherein the display staging means (3-5,36,37-39,40,30) executes a variable display of the columns including the specific picture pattern of the variable display apparatus repeatedly a number of times determined in accordance with the multiplier.

7. A game machine according to any preceding claim, wherein the game machine is a slot machine (1).

Fig.1

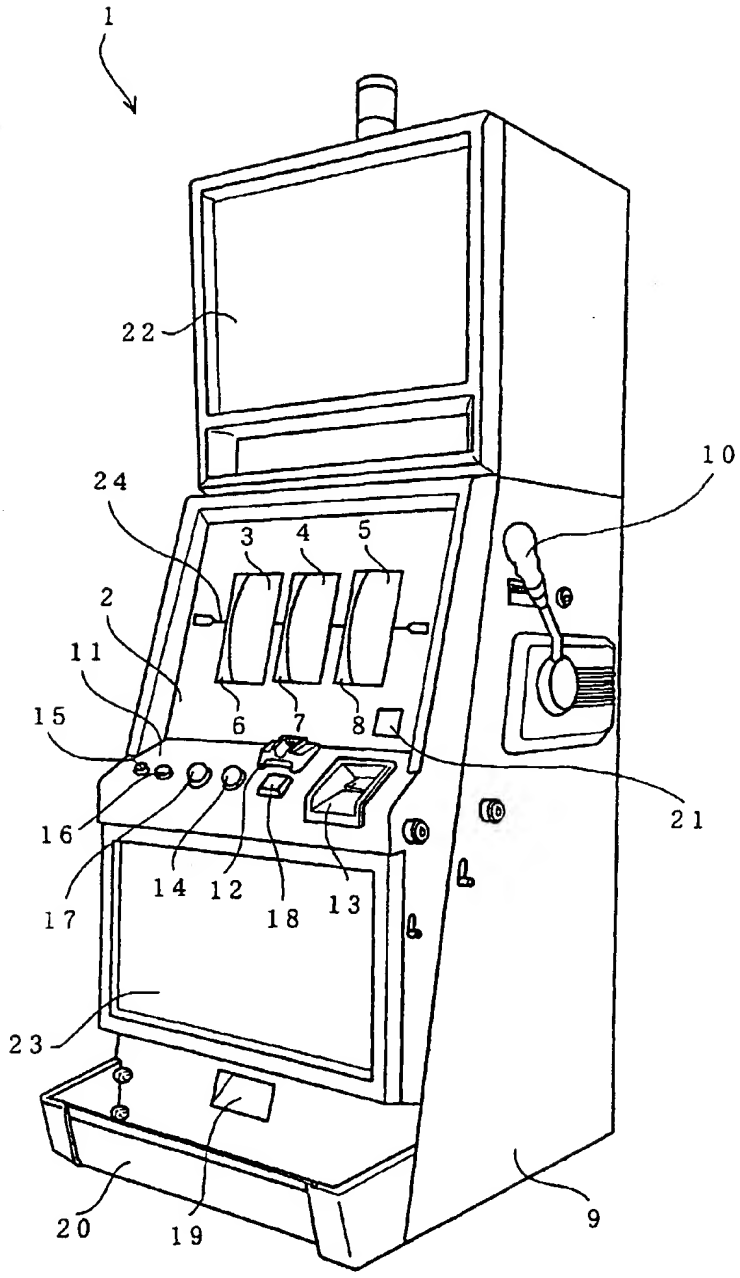

Fig.2

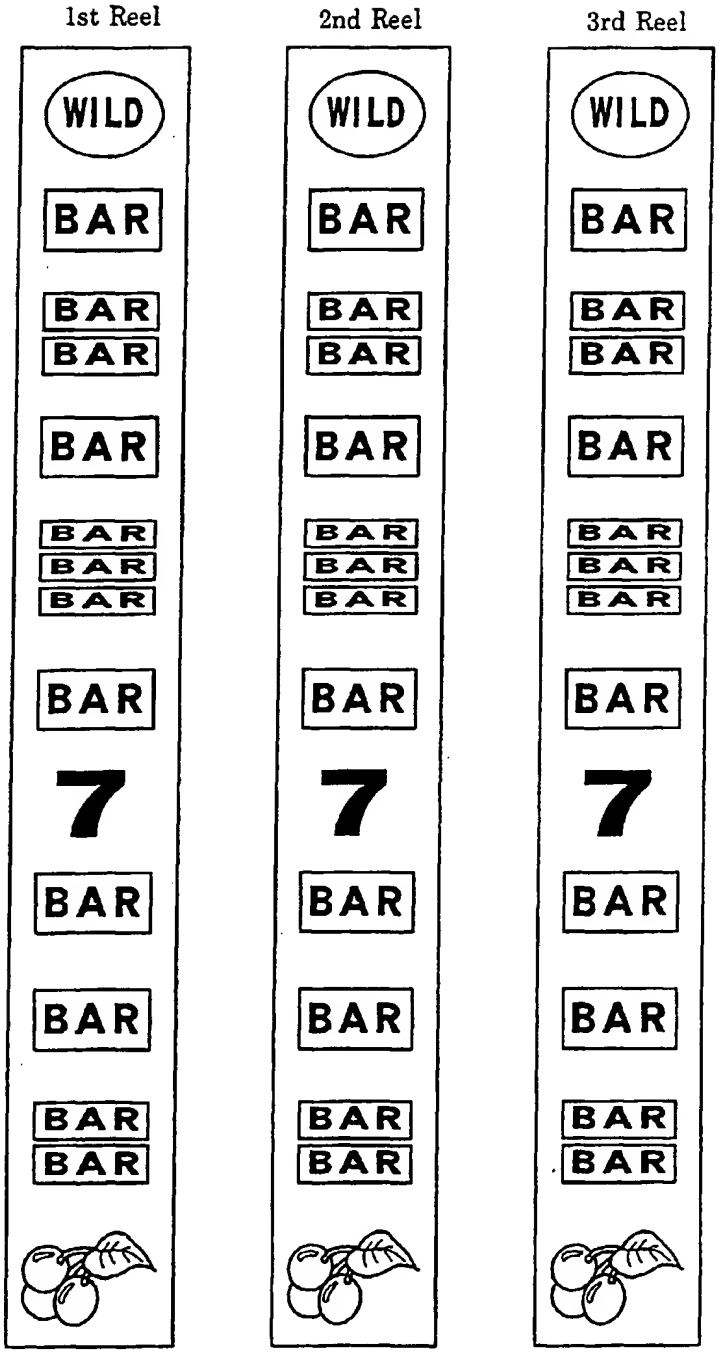
1st Reel
2nd Reel
3rd Reel
WILD
BAR
BAR
BAR
BAR
BAR
BAR
BAR
BAR
BAR
7
BAR
BAR
BAR
BAR

Fig.3

	1st Coin	2nd Coin	3rd Coin
WILD WILD WILD	250	500	1000
7 7 7	150	300	450
BAR BAR BAR / BAR BAR BAR / BAR BAR BAR	80	160	240
BAR BAR BAR / BAR BAR BAR	50	100	150
BAR BAR BAR	20	40	60
ANY BAR ANY BAR ANY BAR	10	20	30
ANY2	5	10	15
ANY1	2	4	6

Fig.4

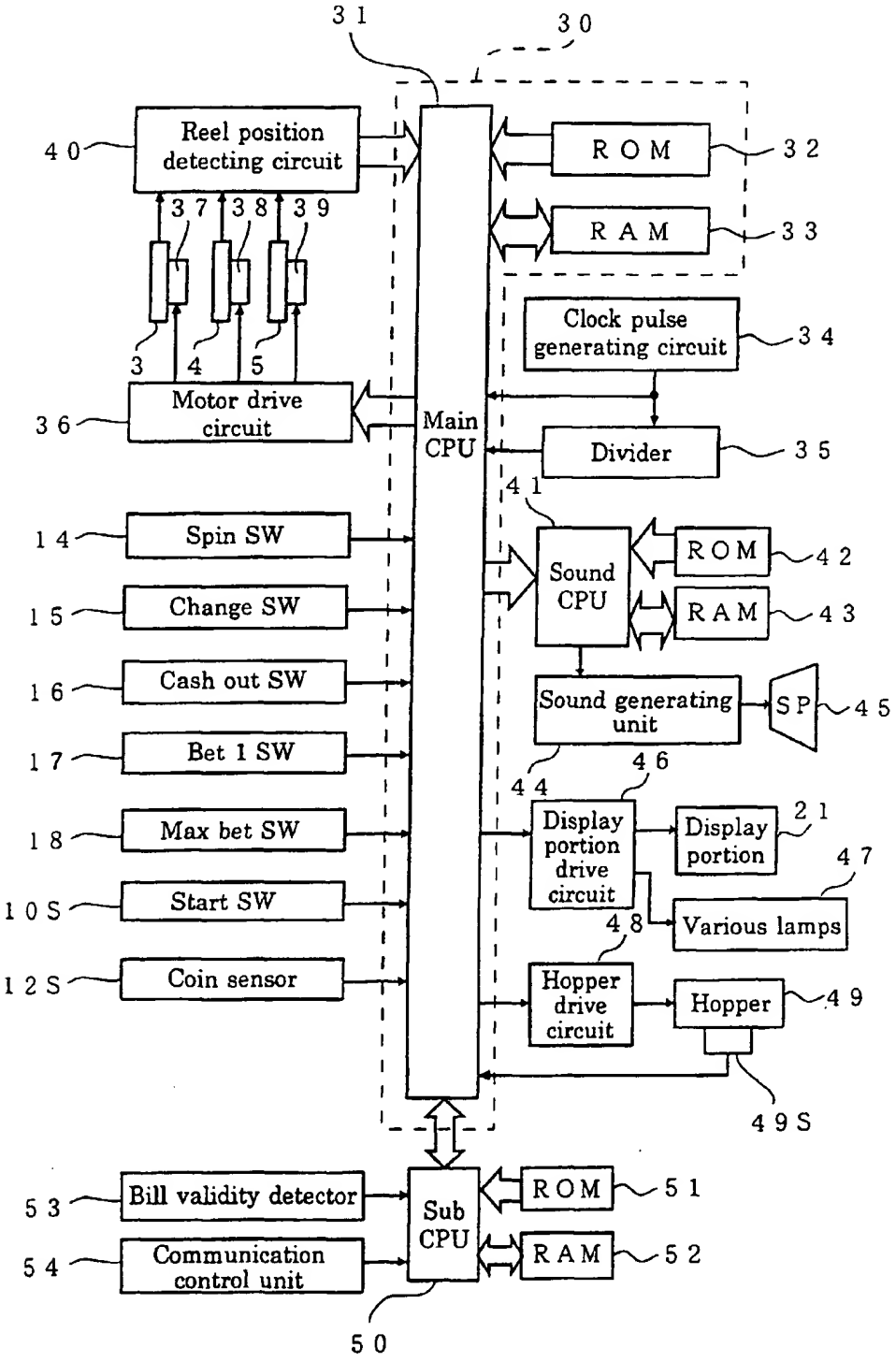
31
30
40
Reel position detecting circuit
37
38
39
3
4
5
36
Motor drive circuit
Main CPU
ROM
32
RAM
33
Clock pulse generating circuit
34
Divider
35
41
14
Spin SW
15
Change SW
16
Cash out SW
17
Bet 1 SW
18
Max bet SW
10S
Start SW
12S
Coin sensor
Sound CPU
ROM
42
RAM
43
Sound generating unit
SP
45
44
46
Display portion drive circuit
Display portion
21
47
48
Various lamps
Hopper drive circuit
Hopper
49
49S
53
Bill validity detector
54
Communication control unit
Sub CPU
ROM
51
RAM
52
50

Fig.5

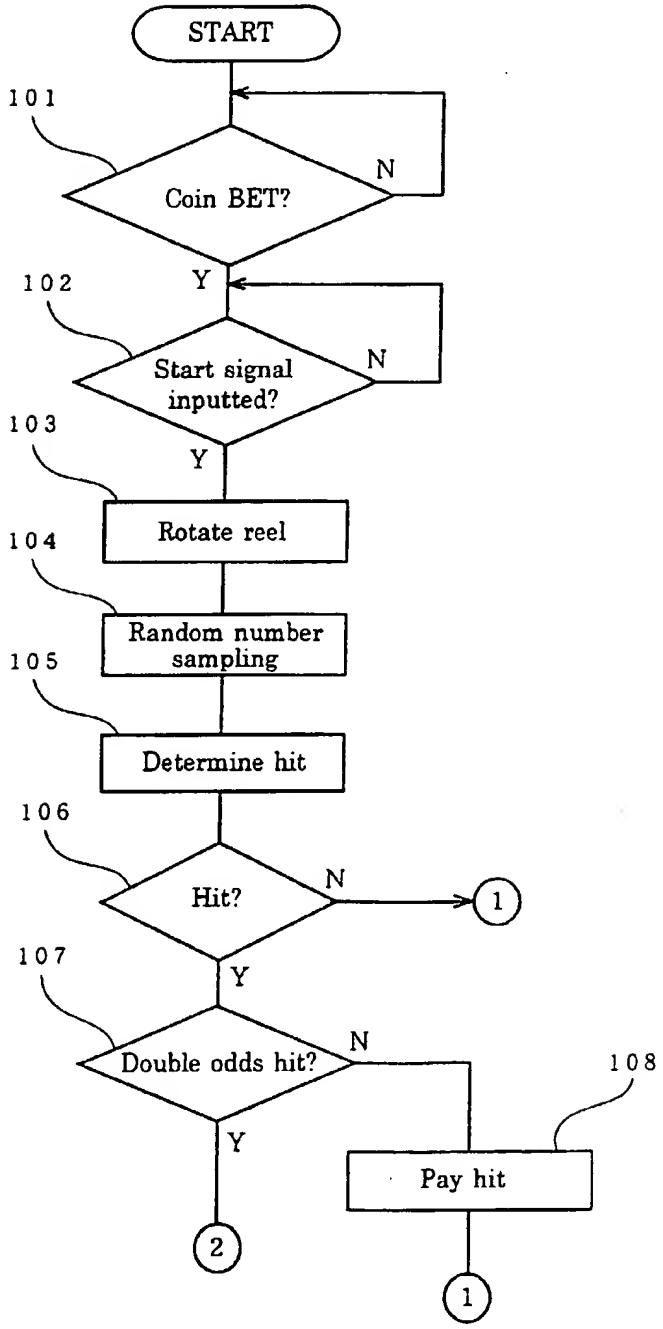
START
101
Coin BET?
N
Y
102
Start signal inputted?
N
Y
103
Rotate reel
104
Random number sampling
105
Determine hit
106
Hit?
N
1
Y
107
Double odds hit?
N
108
Y
Pay hit
2
1

Fig.6

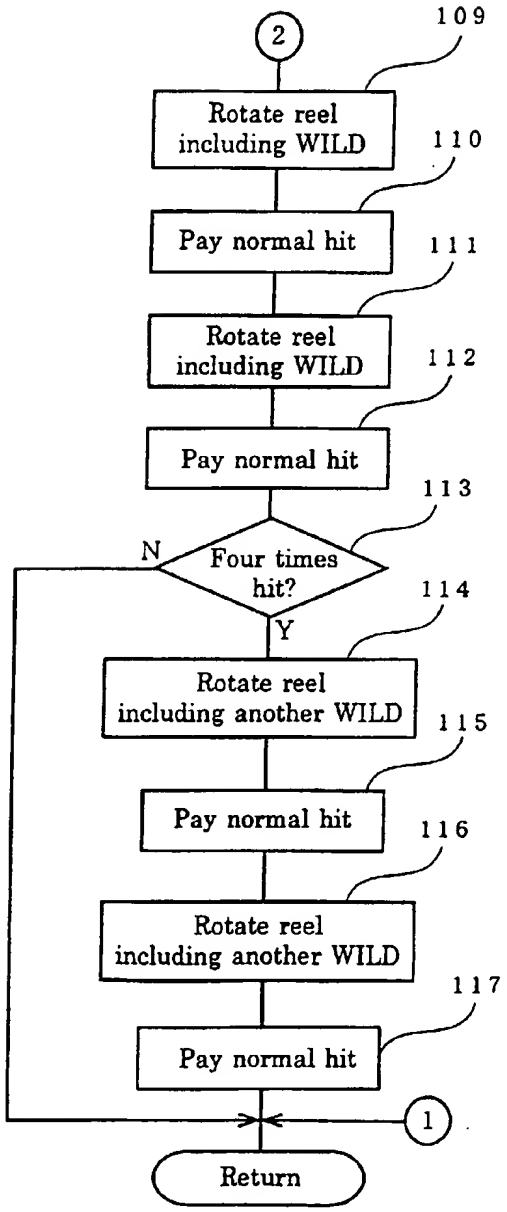
2
109
Rotate reel including WILD
110
Pay normal hit
111
Rotate reel including WILD
112
Pay normal hit
113
N
Four times hit?
Y
114
Rotate reel including another WILD
115
Pay normal hit
116
Rotate reel including another WILD
117
Pay normal hit
1
Return

Fig.7A

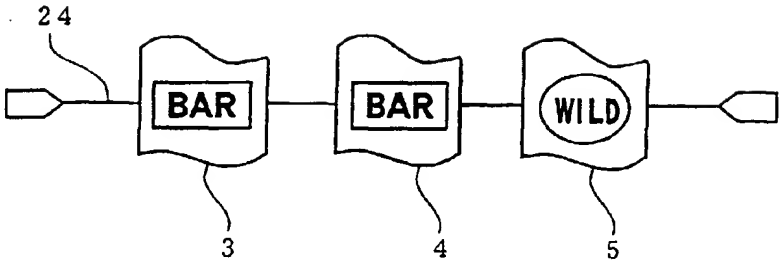
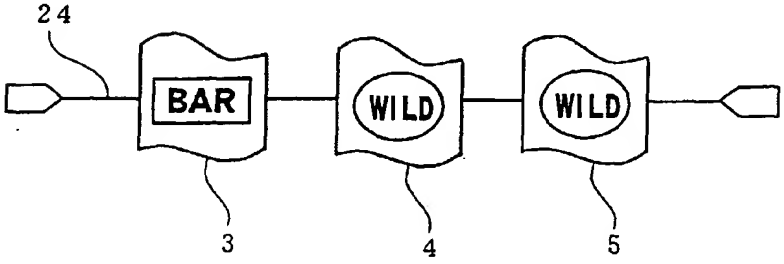
Fig.7B